

Michael Cabranes

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GitHub: <https://github.com/ExaltedLynx>

EXPERIENCE

Programming Co-Lead | INIT Build Game Development Team

Sep 2023 – Nov 2023

- Collaborated with a team of four to develop a tower defense game over 8 weeks using Unity and C#.
- Assisted newer programmers with any problems they had with Unity and guided them so they could complete their features on time.
- Key contributions included scripting unit behaviors and types, designing a unit placement system, balancing gameplay mechanics between units and enemies, implementing a save/load system with multiple save slots, and designing level layouts.

[Project Link](#) | [Download Link](#)

NAF IT Internship at G. Holmes Braddock

Jun 2018 – July 2018

- Configured computers, tablets, and other devices at G. Holmes Braddock for the upcoming school year, ensuring readiness and functionality.
- Collaborated with fellow interns to efficiently complete tasks, fostering teamwork and organization. Enhanced communication skills through consistent teamwork and collaboration during the internship.

PROJECTS

Ransacker / Unity | [Project](#) | [Play Here](#)

- Dungeon crawler & inventory management roguelike initially made for the 2023 GMTK Game Jam.

SKILLS

Programming Languages: C# and Java (Proficient), C++, C, and Lua (Familiar)

Technologies: Unity, Unreal Engine, GitHub, Unity VC/Plastic SCM, Visual Studio, IntelliJ, and Microsoft Office suite.

EDUCATION

Bachelor's in Computer Science | Florida International University | Miami, FL

Apr 2024

Relevant Coursework:

COP 3530: Data Structures, COP 4534: Algorithm Techniques, CEN 4010: Software Engineering I, CAP 4104: Human-Computer Interaction, STA 2023: Statistics for Business and Economics, CAP 4830: Fundamentals of Modeling & Simulations, COP 3102: Computer Architecture, COP 4555: Principles of Programming Languages, MAD 2104: Discrete Math